

SENSHI: THE MERCHANDISING

NAME:
CHRONICLE:

NATURE:
DEMEANOR:

TYPE:
CONCEPT:

ATTRIBUTES

PHYSICAL

Strength_____00000
Dexterity_____00000
Stamina_____00000

SOCIAL

Charisma_____00000
Manipulation_____00000
Appearance_____00000

MENTAL

Perception_____00000
Intelligence_____00000
Wits_____00000

ABILITIES

TALENTS

Alertness_____00000
Athletics_____00000
Brawl_____00000
Crybaby_____00000
Dodge_____00000
Empathy_____00000
Expression_____00000
Flirt_____00000
Intimidation_____00000
Leadership_____00000
Make Speeches_____00000
Shift Blame_____00000
Streetwise_____00000
Subterfuge_____00000

SKILLS

Animal Ken_____00000
Crafts_____00000
Drive_____00000
Etiquette_____00000
Firearms_____00000
Makeup_____00000
Melee_____00000
Performance_____00000
Pose Impressively_____00000
Security_____00000
Skip School_____00000
Stealth_____00000
Survival_____00000
Thrown Unusual Weapons_____00000

KNOWLEDGES

Academics_____00000
Clique Lore_____00000
Computer_____00000
Finance_____00000
Investigation_____00000
Law_____00000
Linguistics_____00000
Medicine_____00000
Merchandising Lore_____00000
Occult_____00000
Politics_____00000
Science_____00000
Youma Lore_____00000
_____00000

ADVANTAGES

CHARMS

SPECIAL ADVANTAGES

BACKGROUNDS

_____00000
_____00000
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GIFTS

WILLPOWER

0 0 0 0 0 0 0 0 0 0
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PARADOX

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ESSENCE

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HEALTH

Bruised ☐
Hurt -1 ☐
Injured -1 ☐
Wounded -2 ☐
Mauled -2 ☐
Crippled -5 ☐
Incapacitated ☐

GNOSIS

0 0 0 0 0 0 0 0 0 0
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EXPERIENCE

SENSHI: THE MERCHANDISING

OTHER TRAITS

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MERITS & FLAWS

MERIT

COST

FLAW

BONUS

CHARMS

HISTORY

SPECIAL ADVANTAGES

DESCRIPTION

GIFTS

COMBAT

SPECIAL RULES

WEAPON/ATTACK

DIFF.

DAMAGE

RANGE

RATE

CLIP

CONCEAL